b) defining touch points for the overlay in a first table stored in the memory;

c) defining touch points for the display in a second table stored in the memory;

d) setting the touch points in the overlay in accordance with the first table;

e) setting the touch points in the display in accordance with the second table stored in the memory;

f) defining a default button table of images and values for the display and overlay button panels and storing the default button table in a partition in the memory;

g) initiating an application program stored in the memory;

h) determining if a button specification table of images and values for the display and overlay button panels is stored in the memory for the application program;

i) assigning the default images and values to the button panels of the display and overlay, if no button specification table exists in memory for the application or assigning the button images and values to the button panels of the display and overlay if the button specification table for the application is available in the memory;

j) painting the display with the images and values assigned in step (i);

k) receiving multiple, simultaneous touch inputs to the button and main panels of the overlay; and

l) outputting separately identifiable output signals from the system for the multiple simultaneous touch inputs in accordance with assigned images and values for the display and overlay.

13. The method of claim 12 further comprising the steps of:

m) defining and storing a custom button specification table for a selected application program stored in the memory;

n) selecting either the default button specification table or the custom button specification table for use with the selected application program;

o) performing steps (b) through (h); and

p) initiate operation of the selected application program using the default button specification table or the custom button specification as selected by step (n).

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